SHE
CRASH

LETTERS to the staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordoñez St. Marikina Heights, Marikina City 1811

To Jescie James and all the Culture Crash staff,

Hi! First of all, congratulations to your publication for still going strong as you reach a dozen issues. Though I'm more of an American comic fan than a Japanese manga fan, I can't help but enjoy the stories and art of Culture Crash. I buy it as soon as I see it in the bookstores. It's gratifying to see Filipino comic book storytellers come out with a publication of such high quality.

Even as I near my 30th birthday (I don't know if you remember me James, but we were schoolmates in UPLB), and some people might say I'm too old for comic books, I'll be there to support your publication until I become a senior citizen, hehe. You're doing a good thing here. I hope your efforts on Culture Crash lead the way for a thriving local comic book industry.

Yours truly,
Glenn Concepcion
via e-mail

Mr. Palabay writes: Whoah! Glenn! Okay, like, I knew four Glens back in UPLB and I'm not even going to try and say I already know which one you are. But if you're around 29, you're probably that Chinese-looking Glenn guy who was ahead of me, am I right? Ahehehe, pare kung mali pasensya, tumatanda na yata ako. ^_^;

In any case, I'm really enthused that someone from UPLB and someone who I actually knew, supports Culture Crash! It's a really overwhelming and gratifying feeling. I feel so flattered pare! Maraming, maraming salamat!

Eh, Ryan Orosco's works are bland and rough on some edges. I think that he should make his drawing have delicate yet detailed lines. Sometimes the eyes are unfocused as if the character is daydreaming and apparently, it does not suit the event happening in the panel. But the story itself has a charm that makes the reader continue reading and the coloring effects are remarkable. I envy you people for the ability you have to draw hands (ah, hands…my greatest weakness....) Let E.A. Damaso show him the ropes. I was wondering if he misses drawing One Day Isang Diwa because sometimes artists have sentimentality towards their work. Congratulations for your achievements and may Osamu bless you with more creativity.

Seviehnne
via e-mail

Mr. Damaso writes: Regarding Mr. Orosco's work on ODID, some of the loyal ODID fans have been criticizing his art as "inappropriate" for the story, but it would be unfair to judge him this early. Mr. Orosco has been in the field of international and local comics longer than me, and his experience and skills are admirable and respectable. However, his training is based on the western style and not manga and anime. This explains why his work on ODID 13 may be a bit "foreign" to CC fans. Let's give Mr. Orosco time to adjust to the concept manga and anime. I'm sure when he gets more accustomed to it, he will give the fans of ODID the same style of artwork they've grown to love...maybe even better.

This will be my last issue of ODID. I will miss ODID, but starting next issue I will be concentrating all my efforts on my own story, Cat's Trail. I think my story needs more of my attention so I can fix the pacing and development. Drawing two stories (24 pages or more) demands too much time and effort, I'm afraid I can't keep it up.

In closing, I personally welcome Mr. Ryan Orosco to ODID! To my fans, thank you very much for all your support, and I hope you will extend that same courtesy to my friend Ryan.

To the CCCom staff,

Far-out! I've been staring at this freaking screen for almost an hour thinking of ways how to praise you guys without sounding too typical!! But then, no words can really describe how great you are (gee, even that felt dull)! Okay, Pasig, Kubori Kikiam, One Day Isang Diwa and Cat's Trail ROCK!!

Wait, what's with Clarissa's reaction to that kiss? I think she overreacted a little...ok, a little too much. How come she went on saying that she'll stay away from the group because of the incident?! Man, looks like everything went to her head and suddenly she's this Miss I-Cause-Total-Chaos-Because-of-My-Undoubtedly-Good-Looks!! Hehe, sorry!! Well, just goes to show that one can never fall asleep when reading your stories but actually stirs up "exaggerated" emotions from the readers (ahem) considering everything is fictional.

Anyway, a big congratulations for making it this far!! Anyone in his right mind would not make the mistake of doubting Culture Crash. And a comment on those people out there who do: hey guys, clearly you're not so open to changes, are you?!! Change means trying and if Culture Crash hadn't tried new things, they wouldn't be where they are now, right?! Right. I'm sorry but maybe y'all can think twice before saying anything just for the sake of saying something because Culture Crash has got REAL artists with real artistic minds and they know what they're doing. Alright?!

And oh yeah, it's really funny how some people make this like a penpal space or something! Hehehehe...word of advice: use the Net!! Okay, I'm beginning to sound like a real prick now so I better end this before I become too...weird...

To Mr. Palabay, Mr. Damaso, Taga-Ilog, Taga-Kanal and everyone there who made one helluva comic and made it so damn good, hats off to you!!! Culture Crash is one of those stuffs that make life worth livin' so....STEP BACK!!!

Aemi
Sydney, Australia
via e-mail

***fans Aemi with gigantic pamaypay* Whoa! Clarissa was really affected by the 'Flagpole Incident' and made that decision out of hurt and shock. Of course, she didn't know it was because of Diwa's spell, not her charms, that made Jun act that way, but...oh well. We feel bad for both of them anyway. Will they be friends again? Only Da Bhoss knows...**

CCCom Staff,

First things first - hats off to you guys for a great 13th issue (well, 14th if you count 5.5 - but I call 5.5 a fan's dream come true)! You've proven that 13 isn't really an unlucky number. Ryan Orosco has proven (at least for me) that he can carry on Memer's work in ODID - my favorite CCCom title EVER. Nakakainis nga lang...lahat ng stories, BITIN.

So, I didn't get the issue before the convention (and I'm supposed to still be under your subscription, guys...) but I did get it FOR FREE DURING THE CONVENTION. The freebies are WOAH! The calendar is amazing, the poring dolls (I got a poporing! XD), the cards (are you planning on releasing more of them? 'cos I wanna "catch 'em all" in a matter of speaking), and of course the FREE ISH! Oh my GOD! You are spoiling us!

This year's exhibit has improved from last year's where the space you had weren't maximized and this year it was PERFECT (except for the indie comic booth XD) Just suggestions though, maybe you can start a little earlier? SM Megamall opens at 9 am during the Christmas season, so why not open up at 10am instead of 11am? I have to say though, not having pre-sales was GREAT - because it gave everyone a fair chance on being the first fifty to arrive.

By the way, when are you releasing the Airee plushie? I saw the prototype last year (Memer was playing with it in the CCCom booth) and it was soooooooooo CUTE. I have a Tammy, and I want to have an Airee as well (Cat's Trail is my second favorite CCCom title)! And I'd also love a Memer II plushie, and a Mr. Alien plushie (I find him cute), and a Butler plushie, and a Diwa plushie... actually, I want to collect the whole CCCom ensemble... Would there be a Da Bhoss plushie? Oh, and will there be a Kubori Kikay story? 'Cos those kikiams were sizzling HOT.

CCCom - thank you for existing! I'd love to say MORE POWER - but I think KEEP UP THE GREAT WORK is better. So... KEEP UP THE GREAT WORK!

Jason / Palachi
via e-mail

We're happy you all had a smashing time at C3 Con 2003! Everyone's support and presence made that event truly memorable for us. As for your questions: [1] the CCCom Trading Card Collection is currently available at your favorite comic book/toy/anime collectible stores; [2] the whole Plushie Project (the prototype of which was the Airee plushie you saw) is shelved indefinitely; [3] whatever happens to Kubori Kikay is up to Tiga Kanal, and nobody's daring enough to try getting inside his head...

The outcome of the battle between Dante and Elias, Butler tastes Yukiko's wrath, Great balls of fire concludes and Diwa finally gets to talk with Jedd! Plus! How We Draw, animé, movies, music our first-ever cosplay advise column and more! See you next ish!

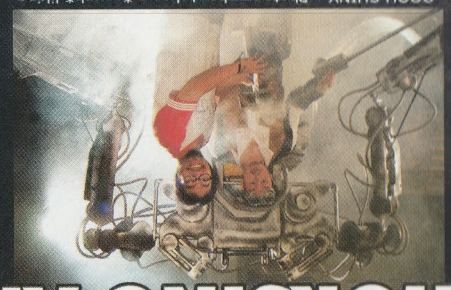
BEHIND THE SCENES OF THE C3 CON COSPLAYER PHOTO SHOOT

Clockwise from Top: [1] Ashley and Mom (now you know whom to suck up to, boys); [2] Gart showing off his big camera; [3] Gart in action; [4] Gart starting a discussion; [5] Gart showing how to strike a pose; [6] Shiva getting her hair done! [7] Alodia striking a pose! [8] Gart singing opera! [9] James sharing his secret ("It's a man's best friend!")

Ilog against the Machine

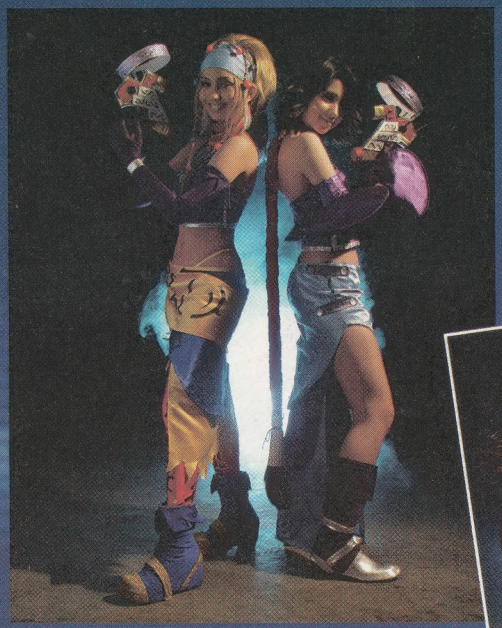
It's a clash between metal and metal bucket! Guess who wins?

It's Taga-Spira!!! Rikku can't wait for her turn at the bucket.



OOOH SHINY... Photographer takes a *cough* liking to the A.P.U.

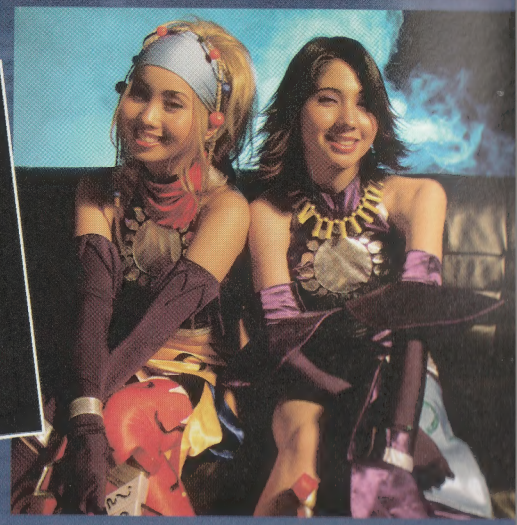
HORSING AROUND



The sisters admit that they had a bit of stage fright at the C3 Con, but were encouraged when the crowd cheered them on. "I felt a bit nervous at first, but when I got the feel of it, I really thought it was fun," says Ashley. The two are planning to cosplay other characters in future events, but intend to keep their plans secret...for now.

But not all about them is secret. When asked if they're free to date, the sisters laugh. "Sorry, I'm currently engaged," Alodia grins, "I'm engaged to videogames!" "We're free to date, but we're too young to date," Ashley says. Better luck next time then, guys.

YOU KNOW YOU LOVE THEM



THIRD PRIZE WINNERS

ALODIA GOSIENGFIAO

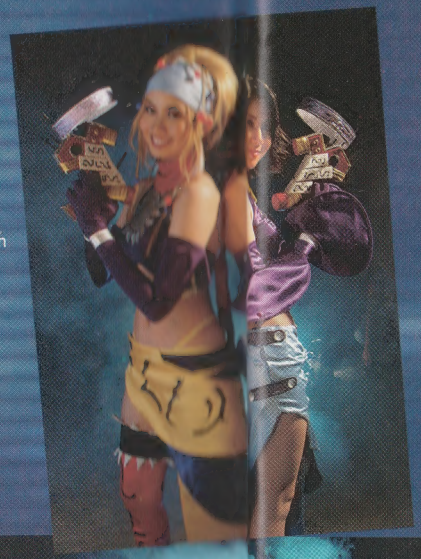
AS RIKKU FROM FINAL FANTASY X2

ASHLEY GOSIENGFIAO

AS YUNA FROM FINAL FANTASY X2

DARLINGS OF THE CROWD

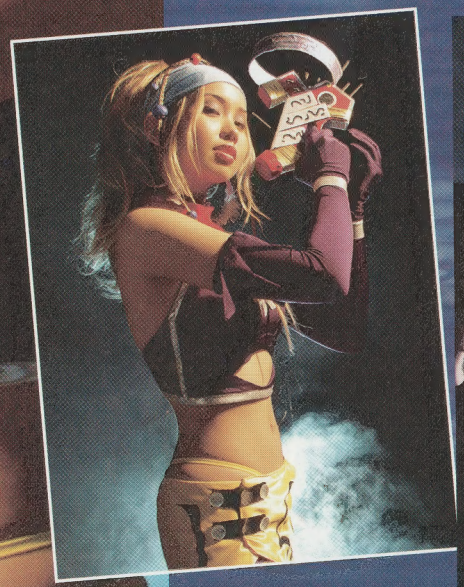
If you don't know who they are, come out from the rock you've been hiding under. Right now.

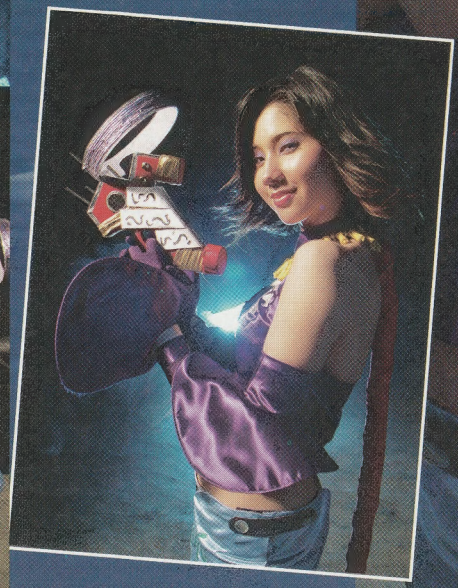


When real life siblings Alodia and Ashley turned up at last year's C3 Con as pretty gunners Rikku and Yuna, the crowd was in an uproar. Where have they been all this time? "We just started (cosplaying) late last year, around September," says Alodia. "We planned to cosplay last summer, Ashley as Yuna and me as Lulu, but we went to the States for vacation so it didn't push through. We were thinking that if we cosplayed those characters in the next event, we wouldn't look original because other people have cosplayed them already. We were playing the game FFX-2 at the time, so we thought, why not cosplay that instead? They're still the same characters, just with new looks and outfits, right?" And so Yuna and Rikku were born.

Surprisingly, the two don't think they match their characters' personalities. "Ashley is not much like Yuna," Alodia remarks. "Yuna is softspoken, right? But my sis is kinda loud in a fun kind of way. As for me, I guess I'm almost as perky and cheerful as Rikku. I'm happy go lucky and carefree...though not as panicky. Sometimes I see myself as Paine though. Quiet at times."

"We're free to date, but we're too young to date."





SECOND PRIZE WINNER

JERRY POLENCE

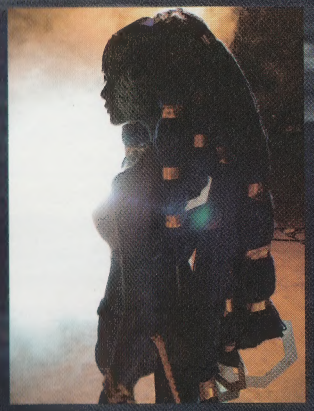
AS SHIVA FROM FINAL FANTASY

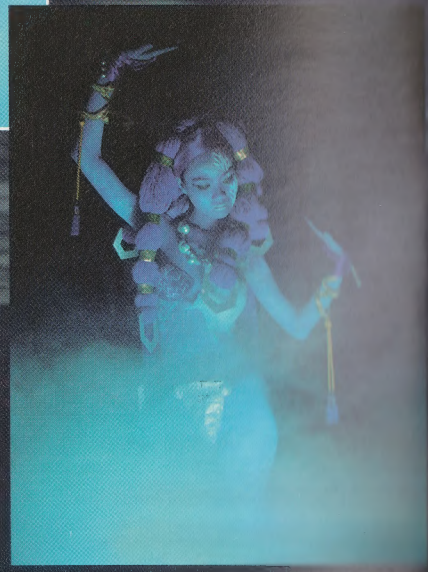
"I WANT TO DO SOMETHING OUTRAGEOUS BEFORE I ENTER THE CONVENT."

Off-camera, Jerry is surprisingly warm for someone playing an ice goddess. "I chose to cosplay Shiva because no one in the Philippines has done a full body paint costume, and no one in Asia has done the character yet...so I am the first. I also want to do something outrageous before I enter the convent." (Too bad guys, it looks like she's serious about this!

During the photo shoot, Jerry is all smiles, at ease with her blue skin and elaborate headdress. Best buddy and make up artist Faye says it took them seven hours for the make up, four for the face and three for touching up. Jerry confesses that last year, she almost backed out of the contest. "Most of the parts of the costume (namely the bra and the ice prosthetic) were falling off, and my body paint was beginning to smudge off." But with the help of her friends and family, especially her mother, she was able to remedy those problems and win second place.

So what's the best part of being Shiva for a day? "Dressing up like this really makes one appreciate taking baths," Jerry giggles. "Baths are wonderful."





THE ICE QUEEN COMETH

FIRST PRIZE WINNER

ROBERT WONG

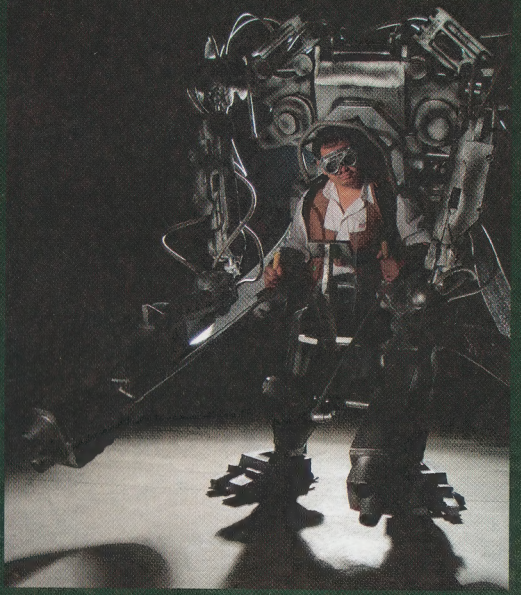
as Armored Personnel Unit (A.P.U) from The Matrix

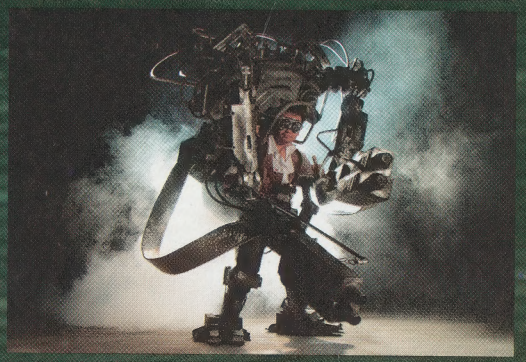
BUCKLE UP!!!

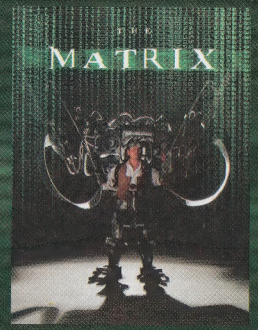
"I almost compromised my day job because of the A.P.U."

At last year's C3 Con, the massive A.P.U. rose above the rest of the cosplay crowd – literally and figuratively – turning Robert Wong from veteran mecha cosplayer to **really kickass** veteran mecha cosplayer. The whole costume took him a month to build, taking its toll on him and his wallet. "When I was building it, it was hell month at the office," he confesses. "I almost compromised my day job because of the A.P.U.."

The challenge was recreating the battlesuit's ability in the Matrix Revolutions movie, where the large mecha arms follow the movement of the pilot's arms. After a week of planning, Robert started making the costume out of styrofoam and pvc pipes. "I designed it so the lower part can fit inside a backpack," he reveals. "It weighs around 15 to 20 pounds."







After its C3 Con debut and SF Con appearance, the huge, well-crafted costume is now in the possession of Matrix Philippines. When asked if he misses the A.P.U., Robert replies, "Costumes come and go... For me, just the memory of how much people admired the A.P.U. is more than enough."

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